

MISKATONIC UNIVERSITY Series 1 number 3 (wow- and I haven't missed an issue deadline yet!)

Baily: Swenson, you're an atrocity!

Swenson: How's that?

Baily: I'm not sure, but certainly you'll think of something?  
(could he have my typewriting in mind?)

Szoo, in conformance with the note in Errata, we have this little old second game. Barring notice from New York (I have been informed by highest authority that it is "uncool" to mention Boardman's name in a Dippy zine—could he have been afraid of committing sacrilege?) we have devised our own game numbering scheme, based on the Wild'n Woolly method—last week's game is hereby named 1966MA, and this week's game is named 1966MB. If I get B——n numbers, I may use them instead of these, just for the sake of creation of order from chaos.

1966MB: Game List— a game of Fighting Fools.

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                 2812 Regent  
                 Berkeley, California

FRANCE      Steve Henderson      Phone: 621-5052 when it works!  
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RUSSIA      Ernest Carrillo      Phone: 849-3031  
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TURKEY      Paul Moslander      Phone: 345-5188  
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Gamemaster, The Imperial Drithe of Europe,  
Anders Swenson  
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Walnut Creek, California, 94598

Phone = YEH-9779!

This is another one of my Bay Area Specials—Two weeks of waiting, and then move-mising time once a week. Oh well, if I can get material back to Boardman in a week, maybe it might be possible for Miskatonic players to get material to me on such a schedual. It is a good idea, though, to submit moves—if your enemy manages to get hie in, of course, submitting moves of your own is the only really good defense, although advocate of bomb throwing in Diplomacy will disagree. And remember, your enemies, being perhaps inferior sorts, might just forget their orders! You wouldn't want to miss such an opportunity for a coup, would you?

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Footnotes? well, not really— It's not much to note that all Diplomacy players have Napoleonic complexes already, so Napoleonic Diplomacy is saying nothing at all... A.

The rules for Miskatonic University style Napoleonic Diplomacy...

Generally, the game is played exactly like regular Diplomacy, with the exceptions...

1. This is a postal game, so all moves are due to the Gamesmaster, Swenson, at 6:00 PM on Friday, except when he has National Guard drill on Saturday, when the deadline is extended over the weekend to 6:00 Sunday (not Monday, as was erroneously stated last issue).

2. There are only 5 active Great Powers, the unit of Germany and Italy standing in place to be taken off the board in the case that they are dislodged by a supported attack. We do not hesitate to point out that a neutral unit may be supported in place by the unit of a Great power, and that this support has the same effect as the support of any other unit.

3. In the case of a convoy:

A. The convoy is effective only in the case that none of the convoying fleets is dislodged. If one of the fleets is dislodged, all armies and fleets involved in the convoy attempt act as if they had been ordered to hold.

B. If an army is successfully convoyed to a province which, due to occupation by another unit, or due to a stand-off, the army cannot enter, everything again acts as if hold orders had been given all around. If this be in contradiction to what I said last week, then let it not be said that the gamesmaster is narrow-minded and unwilling to think things over.

4. In that a unit on the same turn moves to another province and is bounced back to its originating province, and that on the same turn that same originating province is attacked by a third unit, the first unit is annihilated, and the attacks of the second and third units succeed. Thus:

AUSTRIA      A Venice to Rome  
                 F Ionian Sea to Naples

Clear typed orders succeed, underlined orders fail and units ordered to retreat must have retreat orders submitted, or they are declared off the board, units declared off the board have no further effect in the game.

ITALY          A Rome to Naples (off the board)

Press releases are encouraged. In these games, where many of the people know each other fairly well, the possibilities for interesting commentary may be enhanced. Who knows? At any rate, we will print all press releases as they are received (more or less), it is requested that the players exercise what mature judgement they may have to keep the level of their material within such limits as the postmaster may have in mind. If it disgusts me I may decline to print it; use your own judgement.

DEADLINES: 1966MA: Spring 1801 = Sunday, August 21  
                 Fall 1801 = Sunday, August 28  
                 Fall 1801 retreats & builds Friday, Sept. 1

1966MB: Spring 1801 = Sunday, August 28  
                 Fall 1801 = Friday, September 1

Good Luck, folks!!!!

